

Listing of Claims:

Claim 1-62. Canceled.

63. (New) A method for reducing bandwidth by selectively sending media information over a communications network, comprising:

selecting a format for sending different types of media information;

combining the different types of media information in accordance with said format;

sending the combined media information in tandem from a calling party terminal to a called party terminal within a call;

sending voice information from the calling party terminal to the called party terminal, the voice information being sent with the combined media information within the call, and

outputting the media and voice information on the terminal of the called party.

64. (New) The method of claim 63, wherein the different types of media information include at least two combinations of the following:

(a) streaming video,

(b) short-time video script,

(c) still image,

(d) animation,

(e) virtual image or avatar,

(f) an idle period.

65. (New) The method of claim 63, wherein the different types of media information are hierarchically ordered based on a bandwidth requirement.

66. (New) The method of claim 65, wherein bandwidth requirements in hierarchical order are video stream, a video stream of a pre-defined time, still image, animation, virtual image or avatar, and idle period.

67. (New) The method of claim 63, wherein sending includes repeatedly sending at least one of the different types of media information over successive periods of time within the call.

68. (New) The method of claim 64, wherein said idle period is the period during which the calling party is not sending any type of media information which requires bandwidth allocation.

69. (New) The method of claim 66, wherein the virtual image or avatar is of the calling party.

70. (New) The method of claim 63, further comprising:

when the voice information is received without media information during an idle period of time, displaying one of a short-time video script, a still image, an animation, a virtual image or an avatar stored in a memory of the called party terminal prior to the call or during the call.

71. (New) The method of claim 63, wherein sending includes:

sending the virtual image or avatar in an idle period format, in an emotional code with idle period format, and in a voice with idle period format.

72. (New) The method of claim 63, further comprising:

saving the virtual image or avatar in a memory of the called party terminal when a pre-stored virtual image is not available in the terminal of the called party.

73. (New) The method of claim 63, further comprising:

displaying a virtual image or avatar of the calling party on the called party terminal during the idle period.

74. (New) The method of claim 63, further comprising:

saving the virtual image of the calling party in a memory of the called party terminal, when a virtual image of the calling party is not present in the memory of the called party terminal.

75. (New) A method for reducing bandwidth in a communications network, comprising:

pre-storing, in a called party terminal, a virtual image built by the called party based on

prior knowledge and his/her own perception about a calling party; and

displaying the virtual image on the called party terminal when a call is received from a terminal of the calling party.

76. (New) The method of claim 75, further comprising:

determining an identity of the calling party when the call is received, and

retrieving the pre-stored virtual image in response to the determined identity.

77. (New) The method of claim 76, wherein said determining is performed based on caller identification information associated with the call.

78. (New) The method of claim 75, wherein said displaying includes:

displaying the virtual image on the called party terminal during an idle period when media information received from the calling party terminal is not displayed.

79. (New) The method of claim 75, wherein said displaying includes:

displaying the virtual image on the called party terminal during a period when only voice information is received from the calling party terminal.